



Volume V, #12

BORIS THE SPIDER

A Journal of Duplicitous Doings, Bam
Power, and Naked Greed

"Oh, what a tangled web we weave
When first we practice to deceive."

---Sir Walter Scott---



10 Dec 95

HAPPY HOLIDAYS!

Ms Nar and Boris wish all our subscribers a wonderful holiday season.

Bill Wordelman has emerged triumphant with a runaway victory in SILVERTON. This will free up two pages for other mayhem. But for what?

The response to the call for "On Deck" sign-ups was diverse and largely underwhelming. No game made a quorum, although BRIT and CIV came close. Nonetheless, with space opening up by the finale of SILVERTON and with both "Utopia" and BRITANNIA (and possibly DUNE and "Boris VII") finishing in the next two or three months, it's time to start something new:

ANNOUNCING THE START OF "BORIS X", a game of regular DIP. Already signed up are Gunar, Boyam, R. Fisher, and Morrison. I have country preferences on file for Seth and Peter; I'll need them for Ron and Wayne. Need 8 more players to start, so if interested, let me know soonest and state your country preferences from 1st to 7th.

If there is sufficient interest, we'll also run a game or two of "Gunboat DIP". For the uninitiated, this is DIP played anonymously. Since the players don't know who else is playing, negotiations (if any) can only be conducted through Press (if allowed). This ought to be a natural for most of our DIP players as they don't seem to negotiate much anyway. Players interested should let me know soonest, state your country preferences, and give your druthers whether it will be a press or no-press game. If only enough players for one session, majority rules; if enough for two or more sessions, I'll try to match druthers. If you'd be willing to play in more than one game, so indicate.

I had intended to publish house rules for postal (Adv) CIV on p 21, but after an hour of frantic searching, when I finally found them, how the GMI generated the Market Phase allowable trades is a complete mystery to me. Instead, we'll publish a copy of the COLONIAL DIPLOMACY conference map to whet the appetites of you DIPPERS.

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: "There may or may not be a God; I may or not believe in Him. The only way I can take it if there is a God and I don't believe in Him. Therefore I shall believe in Him and minimize my downside risk." -- Pascal, as quoted in *Roma II*

Bill Wordelman has a new E-mail address:

The *River City Railway Gazette* #8, Mike Quist's 'line of railroad games has finally arrived. He's in desperate shape for some standby players for 18xx, SILVERTON, MERCHANT OF VENUS (which, after all, is RAIL BARDON in disguise), and RAILWAY RIVALS. Boris is especially interested in 1829 (North) players as the enrollment therein has gone sub-critical. If you want to take a shot at the die Spider, contact Mike (see sub & e-mail lists).

BOOS & KUDOS

This month's Madame Bolduc Press Excellence Award goes to Jack Sheeklett for his *Munch Muncher* article in "Boris IX", earning an extra issue.

Last month's *Ms Nar* SuperSucky Bomb will be retroactively lobbed at Boris: "Just too many bone-headed errors for something I co-publish. You bearish my name, Arachnid". Being filled with holiday spirits, *Ms Nar* will award no Super-Sucky Bomb this month.

PERSONAL COMMUNICATIONS HERE (MAYBE):

DEADLINE FOR MOST GAMES IS NOON (CST) 6 JAN 96



ITALY OUT! RUSSIANS HANG ON!

VII

Fall 1911

1994 AT

ERRATA: Turkey built a F in ANK, not CON. English orders A Oss-Mar and A Bre-Qss succeeded. We omitted Turkey's F Ank-Bla and A Con-Bul

MURKWOOD: Italy has fallen, but the Serbo-Hungarian Empire resists still, albeit only at the sufferance of the Kaiser. His cutting of a crucial Turkish support on its attack on SER is certainly breaking the Sultan's nose. Meanwhile, the theocratic gerontocracy in White Hall is beginning to betray its weariness by confusing East with West--they've probably been reading too much Kipling.

TROOP MOVEMENTS

Turkish A TRI retreated to ALB

ENG (Hanna): F Tyn-Ion, F Tun S P Tyn-Ion, [F Ean-Tyn] (nou, imp), [F Mid-Ean] (imp), F Nth H, A Mar H, A Oss S A Mar, F Spa(er) H(u), F Wes H(u).
GER (Morrison): A Mos S A Utr-Ser, [A Utr-Ser], [A Oal-Rum], [A Su-Qal], A Bur S EMO A Mar, A Ve S A Tri, A Tri H, A Tri S A Tri, [A Ven S A Tri], F Bal-Den, F Swe-Nwy, F Kin-Hol, A Boh S A Ve.
ITA (Yack): F Lya S P Pie-Mar, [F Pie-Mar];
RUS (Carbonneau): [A Ser S A Bud], A Bud S A Ser;
TUR (Anderson): A Alb-Ser, [F Adr-Ven], [F Ion S F Aeg-Gre] (r-???) [A Rum S A Alb-Ser] [A Ser S A Rum], F Rom H, F Aeg-Gre, F Bla S A Sev, A Bul S A Alb-Ser

Orders in brackets fail: d = unit destroyed due to lack of valid retreat; imp = impossible; nou = not own unit, nso = unit not so ordered; nsp = no such place; nsa = no such unit; atb = off the board; otm = unit on the move, r-??? = unit is dislodged and must retreat; u = unordered. Turkish F ION must retreat either atb or to AEG, APU, EAS, or NAP.

SUPPLY CENTER CHART

ENG: Edi Lon Lei Por Spa Par Bre-Tun +Mar
GER: Ber Kis Den Hol Swe Mun Bel Nwy Man SIP Wat Ven Vic +Tri
ITA: -Rom-Mar
RUS: Bud Ser
TUR: Ank Con Smy Gre Bul Rum Nap Ser -Tri +Rom

(8) Build 1
(14) Build 1
(0) Tear 2 OUT
(2) Even
(8) Even*

*If Turkey retreats F ION atb, he may build 1.

Due next time are orders for the retreat, builds/tears and for Spring 1912. Thanks to Andy for toughing out a deteriorating situation.

EMBASSY BEAT

DOWNTOWN: Our most soggy sovereign, Ma Nar, has declared her displeasure with the lack of press generated by the principals. "They better watch out; they better not cry/If they don't submit some press; Their _____ will die!"

BOLDROME

FALL 1911 Action

PRB sells 500 pounds, 500 marks, 500 lire, and 500 rubles, then buys 2000 pawtera (\$50+595+895+385+380-2320 = \$85).

	USA	ENG	GER	ITA	RUS	TUR
SPR 11:	1.00	1.39	1.79	0.77	0.76	1.16
FAL 11:	1.00	1.24	1.74	0	0.71	1.26

Corp	USA	ENG	GER	ITA	RUS	TUR	Value
PRB	85	1900	9200	0	0	4500	814820
RVE	52	2500	4750	0	0	950	812193
CLOWNS	2	2700	1750	0	1500	0	87750
TPB	31	700	1300	300	300	1600	15620
Par	0	1000	1000	1000	1000	1000	85150
RTE	0	1000	500	500	500	1750	84945

Legend: CLOWNS = Contentual Liberties of Worthy Nations Securities, PRB = Peoples' Revolutionary Bank, RVE = RV Exchange, TPB = Tundra Peat Bank



WORMTONGUE SACKS PARIS!

Brest Next?

Fall 1988

1994 AU

SPRAYA (English (P. Lyo-Spaine)) failed. The triumphant Germans & KIE didn't have to stress (just got left over from the previous turn).

CLIFFHANGER—Once again, Wormtongue is two centers away from victory, but with BRE exposed before him, the question becomes "What shall be the 10th exposure?" Certainly BEL, KIE, NAP and VEN are all candidates. The Italian flight westward is certainly suspect. Germany perhaps has more to fear from the British, than from the Red Tyrant. Could it be that Wormtongue has characteristically broken their spirits before he has broken their forces?

TROOP MOVEMENTS

AUS (Frying): A Lvn S A Moc, A Mox S A Lvn, A Smy H, A Corv H, A Bul-Gre, F Adr S F Alb-Ion, F Alb-Ion, A Boh S A Sil-Mun, A Tri-Tri, A Mun-Bur, A Bur-Pac, A Sil-Mun, A Ber S A Sil-Mun, A Ore-Alb, A Pru S A Ber,

ENG (Anderson): A StP H, F Nrg-Mar, [F Bul-Gre], F Lyo-Hu, A Fly S A StP, F Den S F Bul-Kie,

GER (Carbonneau): A Ruh-Mun, A Hol S A Kie, [A Kie S A Ruh-Mun]

ITA (Zadda): A Tus S A Ven, A Ven H, A Pie-Mar, A Mar-Spa, F Tus-Wes, F Tyn S F Tus-Wes, F Ion-Sun, F Nap-Apu.

Orders in brackets failed; = unit destroyed due to lack of valid retreat; imp = impossible; non = unit not so ordered; nap = no such place; nau = no such unit; off = off the board; om = unit on the move; [u] = unit unordered.

SUPPLY CENTER CHART

AUS: Bud Tri Vie Gae Gr Con Ruz Sev War Mys Mun Smg Ank Ber Bul +Par

ENG: Ed, Lon Lp Nwy Sw +Par StP +Den

GER: Den Bel Hol +Kie

ITA: Nap Rom Yun Mli Spa Bre +Par +Kie Ven

(16) Solid 1
(28) Build 2
(13) Exch
(7) Trns 1

Due next time are orders for the build/tears, and Spring 1989.

EMBASSY BEAT

BROWNTOWN Our most soggy sovereign, Mr. Mar, has declared her displeasure with the lack of press generated by the principals. "They better watch out; they better not cry, if they don't submit some press, their _____ will die!"

--*BORIS IX* (continued from p 5)

BORIS WORLD PRESS REVIEW

General Gazette: As long as Admiral Lingum has the Pope, they go to a Turkish coffee shop while General Tetrazzini is entertaining the Empress in the Alps. The Camel Corps under Baahar Catchatore is escorting a troupe of dancing girls, jugglers, life eaters, and trained Italians into the Levant.

M. nigh Muncher: Here I was, minding my own business in Amsterdam when these limeys came into Madame Schultz's Beer Garden and Inn. Now Sgt. Shultz and I thought they were going to discuss the company of Lela and Honey, who were pretty much involved with me at the moment. Sure enough, they came right over and said hi to the ladies but did not discuss the ladies usual business arrangements. Instead, they asked about the tulips and silver flowers in the garden. It seems the British were only stopping by to check out the tulips for their gardens. Unfortunately the Amsterdam accommodations are very small to handle a German army and British fleet as we bent them to Belgium for poppies.



TURKEY CRUSHED!! FRANCE INVADED!

1X

Fall 1903

1995X

ERRATA: We used superseded Austrian orders last time. The correct ones were A Vio S A Bud, A Bud S A Ser, A Bul S ITA F Smy-Con, F Aeg S A Nap-Smy, A Ser S A Bud, F Ion C ITA A Nap-Smy. This resulted in the Italian convey succeeding.

CLEARWINE: The Sultana guessed wrong again, as a bold strike could've recaptured SEV and dealt her northern foe a mortal wound. The prospect of easy Russian centers would surely attract the twin German jackals. The Italians are already engaged in their next campaign of conquest in Gak, or France aided by their English toadies. The Germanic Jackal remains on the map, able to roll eastward to eliminate the Snow Queen, or to join England and Italy in the partition of Republican France, or even to join *La Belle France* against perfidious Alton, slaying the Western Wicked Witch. Pray tell, what do all those Austrian fleets have to do now that Turkey and Russia are no naval threats?

TROOP MOVEMENTS

England retreats F Bel-Hol. Turkey retreats A Con-Ank.

AUS (K. Wilson): A Bud S ITA F Con, F Aeg S ITA A Smy, F Ion-Tyn, A Ser S A Bud, A Bud S A Ser, A Vio H.

ENG (Zodda): F Mid C ITA A Nap-Gae, A Lon H, F Hol-Bel, F Nwy S GER F Ska-Swe, F Nth S F Hol-Bel.

FRA (Gorham): [A Bel H](r-??), [A Pic-Bre], [A Spa-Mar], A Por H, [F Eng-Bre].

GER (J. Shackelford): A Mun-Ruh, A Ber H, A Kis S F Hel-Den, F Hel-Den, [F Ska-Swe].

ITA (R. Fisher): A Smy H, F Con H, F Spa-Ion, A Nap-Gae, [A Pic-Mar].

RUS (Meinick): [A Sev-Arm], [A Run-Sev](nap), [A Mos-Ser], [F Den H](r-??), [F Ser S F Den](r-??), A Rum H(a).

TUR (Deb Caborne): A Ank S A Arm-Smy, F Bln S A Ank, [A Arm-Smy].

Orders in brackets fail: d = unit destroyed due to lack of valid retreat; imp = impossible; nva = unit not so ordered; nap = no such place; nua = no such unit; oth = off the board; orm = unit on the move; (u) = unit unordered. French A BEL must retreat oth or to BUR. Russian F DEN must retreat oth or to BAL or Ska; Russian F SWE must retreat oth or to BAL, BOT, or FIN. If both Russian fleets are ordered to BAL, neither make it and both are destroyed.

SUPPLY CENTER CHART

AUS: Bud Tri Via Gre Ser Bul

ENG: Edi Lon Lpt Nwy Bel

FRA: Bre Mar Par Pur Spa

GER: Ber Kis Mun Hol Den +Swe

ITA: (Nap Rom Ven Tun Smy +Con)

RUS: Mos St P War Rum -Sive +Sew

TUR: Ank -Con -Ser

(6) Even

(5) Even

(5) Even *

(6) Build 1

(5) Build 1

(5) Even **

(1) Tear 2

* If French A BEL retreats oth, France may build 1.

** If either Russian fleet retreats oth, Russia may build 1. If both retreat oth or to BAL, Russia may build 2.

Due next time are retreats, builds/tears, and orders for Spring 1904.

EMBASSY BEAT

ROME: Foreign Minister Fisher announced today that he has uncovered a French plot against Italy. Reportedly France was in the process of shipping huge quantities of extremely bad French white wine to Italian markets--mislabeled an Italian origin. "This dastardly plot to flood the Italian market with lousy French wine, depriving our own vintners of their livelihood, taking out lire for wine that should be fed to swine in France (or guinea pigs in Germany) and corrupting our population, will not go unanswered. I have ordered the ALPs to the border with France to prevent any shipments crossing the frontier and recalling a fleet from the Eastern Med to defend our shores. I also deny accusations that the real army is lost in the African desert. It will soon be in Morocco to entertain the visiting English fleet. In return for fresh fruit & apices and large amounts of mutton, the English navy has offered excursions on board their ships to see the coast of SPA and POR. Finally, the Emperor has instructed me to appeal to the Sultans of Turkey to end the bloody war in Asia Minor so our forces can return home and peace be restored in the region.

--Continued on p4



BRITAIN

Turn 16
1035-1070 AD



The East:
G/A/B/L/S: Foul Cioche
GREEN: Chuck Harris

BLUE: David Anderson
RED: Wayne Morrison

Settles: Danes had 1A @ Cheshire and none at (1) Mercia; combat ended at the former with both sides losing 2A. Canute is King and shares an extra 4 VP (Rule 10.4)

The Board

ROMANO-BRITISH (2.5): 1A @ Kent & Sussex.
WELSH (6): 2A @ Dyfed, Gwynedd, & March. 1A @ Ceredigion, Cornwall, Devon, Gwent, Powys.
PICTS (2): 1A @ Mar, 1A @ Alban. Caithness, Orkneys, Moray, Shye.
CALEDONIANS (1.5): 2A @ Hibernia.
NORSEMEN (5): 2A @ Avalon, Orkneys. 1A @ Hwicce.
DUBLINERS (2.5): 2A @ Cheshire & Galloway.
DANES (1.5): 2A @ Cumbria, Essex. 1A @ Bernicia, Cheshire, Downlands.
Dunedin, Lindsey, Lothian, Pennines, Strathclyde, York.
NORWEGIANS: Herald & 10A @ North.
NORMANS: William. 6A, 4C @ Channel.

Score: Green 108, Purple 79.5, Blue 57, Red 49.5

TURN 16

The Danes are King (+4 VP) and place the extra A in York.

ROMANO-BRITISH (2.5): Grow 1 Population Pt. Add 1A Kent. Move 2A Kent-Exeter & 1A Sussex-Exeter (5.3.3.5.5 - 2 each).
WELSH (6): Grow 5.5 Population Pts. Add 1A Devon. Move 1A March-Glwyd, 1A March-Powys & 1A Dyfed-Gwent.
PICTS (2): Grow 2 Population Pts. Add 1A @ Alban. Move 1A Mar-Alban, 2A Alban-Dunedin (5.3.2 - 1 Dane).
CALEDONIANS (1.5): Grow 0.5 Population Pt. Hold.
NORSEMEN (5): Grow 2.5 Population Pt. Move 1A Hwicce-Avalon, 2A Avalon-Cheshire (5.3.3.3 - 1 Dane).
DUBLINERS (2.5): Grow 0.5 Population Pt. Add 1A Galloway, 2A Galloway to Lothian (2.1.1 Dane - Pennines).
DANES (2): Grow 5.5 Population pts. Add 1A @ Lindsey & Bernicia. Move 1A York-Bernicia, 1A York-Lindsey, 1A Pennines-York and 1A Cumbria-Pennines.
NORWEGIANS: Herald & 10A @ North.
NORMANS: William. 6A, 4C @ Channel.

Due next time are orders for the Norwegian and Norman major invasions and Turn 16. (Norman and Danes have boats in 16. All count points.)

The Game

ROMANO-BRITISH (2.5): 1A @ Essex.
WELSH (6): 2A @ Ceredigion, Devon, Gwynedd, & Powys. 1A @ Cornwall, Dyfed, March.
PICTS (2): 2A @ Dunedin. 1A @ Alban, Caithness, Orkneys, Moray, Shye.
CALEDONIANS (1.5): 2A @ Hibernia.
NORSEMEN (5): 2A @ Cheshire, Orkneys. 1A @ Avalon.
DUBLINERS (2.5): 2A @ Lothian. 1A @ Galloway.
DANES (1.5): 2A @ Bernicia, Lindsey, 2A @ Pennines; 1A @ Dumbria, Downlands, Strathclyde, York.
NORWEGIANS: Herald & 10A @ North.
NORMANS: William. 6A, 4C @ Channel.

Score: Green 108, Purple 79.5, Blue 57, Red 49.5

LEGEND: A = army, C = cavalry, L = leader, R = raider, (P) = population points, r-?? = retreats to ??



WYNAPISHTIM EPOCH V

758-1388 AD



THE CAST

Michael Teuk (O)
Paul Zieske (P)
Wayne Morrison (O)

Chuck Hanna (A)
Kevin Wilson (R)
Dan Osborne (B)

SCORE (GP/VP): P(29/88), O(92/59), A(29/68), Q(37/87), B(42/72), R(58/81)

BOARD:

AI: Dee, Win; AII: Pin(BM); AIII: Lin(AM); AIV: Bel(C); Dsi, Nap, Sap(RM);
BIII: Ier; BIV: B99, CEu, Dni, Bin, Tur, Wst;
GI: Che(f), Srk; GII: Cam(C), GIII: GPC, Hgr(j), Mon, Tar(PM), Wei(2,c), Yel; GIV:
Els, Oa(DOM), GaV, Mal, Mek, Sac, Uin(BM), Yan(C,GM);
OII: Cau, Con, Msd, OIII: Cey(S), Iir; OIV: CMA, Dan(S), Pyr, Sbr(RM);
PII: Alb(2,F,PM), Gd(j,r), NGA, JIV: EDe(C,PM), ECh, Sum, WDe;
RIII: Cre(F,PM), Mor(c,f,BM), Lib, Nil, Nub, Sha, UIn; RIV: Ars, EAn, Lev, MTI(c), Pa);
PPI, PSD, UTI(PM), WAn, Zag(AM);
WI: LTr(C,f);
Fleets: Bla(A), BoB(P), Car(A), EM8(A), Nth(B), Red(R), SCS(Q), WM8(A)

EPOCH V:

Purple passes to Green. Orange passes to Azure. Azure passes to Black. Green passes to Orange. Black passes to Red. Red must pass to Purple.

FXANES (P): Play "Pestilence" @ Sha (4,4,4), affecting Lib (6,5) & Sls (3,2). Play 1A,C @ NGA (1PH r-Alb), 1A @ CMa (6,4,3 -1OIV), 2F @ WMS (5,2,6; 6,6,4 -1PP,AP), 4A @ Sha (6,6,2-4, 1,6,1; 3,2,3,1; 5,3,6,4; 5,6,6,4; 5,2,5,3 -SPV,IRIII). 2A @ Lib (4,4,5; 5,3,4 -1PV,RIII). Score 88 + C(2x2) + c(1) + M(2x2), S(2) + N Afr(P=2) + India(P=3), S Eur (P=3), N Eur(P=2) + SE Asia(P=2) = 111

WYNK(S) (Q): Play "Empire Revive" (4)* and 2A @ Dey, 2A @ Dan. Play "Disaster in Nthra" @ Tar(j-PM). Play 1A @ Sca, 1F @ Nth (4,1,3 -1B,F), 1F @ Atl, 1A @ App, 1F @ WMS (4,3,3 -1PP), 1A @ Sha (5,3,5,2; 6,2,4,2), 3A @ Lib (2,2,6; 4,2,6; 4,1,2 -2OV,1PV). Score: 59 + M(1) + S(2) + N Afr(P=2) + India(D=6) + S Eur(P=3) + N Eur(P=2) + SE Asia(P=2) + Eurasia(P=1) + N Amer(P=1) = 76

RUI ROMAN EMPIRE (R): Play "Empire Fortify" (3)* 1 @ PPI, Ars, Nub. Play "Kingdom" 1A,c,f @ Msl (1GIV r-Mek). Play 1A,C,M @ CEu (1BIV r-B99), 1A @ Dsi (6,5,5,1 -1AIV), 1A @ Nap (5,1,2 -1AIV), 1A @ Sap (4,2,3 -1AIV), 2A @ CMa, 3,2,5,4; 6,5,5,3 -1PV -1RV, 1A @ Pyr (5,2,3,1 -1OIV), 1A @ Sls (6,1,5 -1OIV), 1A CEu, 1A Sap. Score: 81 + C(2x2) + c(3) + M(Sx2+3) + S(1) + Mid E(D=4) + N Afr(D=4) + S Eur(D=6) + N Eur(P=2) + SE Asia(P=2) = 120

KHUA(A): Play 1A,C @ ECh (1PIV r-EdE), 1F @ BoB (6,4,5 -1PF), 3A @ EDe (5,2,2; 1,1,1; 2,1,3 -6,5; 2-2AV,1PIV,C +c), 1A @ GaD (3,3,3 -1GIV), Play "Treachery" @ 1A @ Msl (-1RIII,c,f), 1A @ Sum (4,1,4; 3,2,4 -1AV). Score: 68 + C(2x2) + c(1) + M(2x2+3) + S(4) + India(D=6) + S Eur(P=3) + SE Asia(P=2) + N Amer(P=1) = 96

SUNG FANASTY (B): Play "Kingdom" @ Sls (+1BIV r,j; 1RV +Pyr). Play 1A,C @ Ssc (1GIV r-Yan), 5A @ Ier (4,1,6,8; 1,1,2,1; 4,2,4; 2,2,2,6,4; 5,2,5,2; 4,1,5,3; 2,1,5,3,5,4,3,2 -5OV,3OIII), 1A @ Msl (5,2,6,9 -1BV), Fortlet 1F. Score 72 + C(1x2) + c(1) + M(1) + China(P=3) + India(P=3) + S Eur(P=3) + N Eur(P=2) + SE Asia(P=2) + Eurasia(P=1) = 90

SE/AR TAKAS (Q): Play "Famine" in N Eur (-2PH @ Alb, -1BIV @ B99, 1RV @ CEu). Play 1A @ Tur (1BIV r-Bin), 2A @ Hin (4,2,4,4; 2,1,1; 4,3,4,4; 3,2,6,3; 5,1,5,3 -6,1,5,3; -2BIV,1GV), 1A @ PSD (5,2,4 -1RV), 1A @ Zag (4,1,2 -1RV), 3A @ Lin (2,1,3,6,1,4 -1AII), 1A @ ESr, 1A @ NEP, 1A @ B99 (5,5,5 -1BIV), 3A @ CEu (1,1,2; 2,1,4 -1,1,4 -2OV). Score: 77 + C(2x2) + c(2) + M(1x2+3) + S(1) + Mid E(P=2) + China(D=6) + India(D=6) + N Eur(P=2) + SE Asia(P=2) + Eurasia(D=2) + N Amer(P=1) = 120

MUNKUS: No show.

We'll wait here awaiting Epoch VI. You have drawn DEADLINE for pass/hold orders in 30 Dec. Would like orders from Dan for the Minga, Timurida, Antec &

—Continued on p 18



VENGEANCE IS MINE



OR 3 G SR 4

PLEASE CHARGE

Correction Corner: NYC starts with 1763 in the Treasury. The map didn't show B&O taken in J14.

PLAYER HOLDINGS:

Don Chinnery: 4 NYC(P), SVNR: \$20 (Priority Card)
John Burisha: 3-NYC, C&SL: \$74
Paul Zieske: 2-B&O, 1-NYC, 1-PRR, C&A: \$2
Chuck Hanna: 4-B&O(P): \$40
Michael Quist: 2-B&O, 1-NYC, D&H: \$75
Wayne Morrison: 1-PRR(P): \$40

Operating Round #3:

Private Income: +\$5 Don, +\$10 John, +\$15 Michael & +\$25 Paul

NYC - Lay tile #57 in F22(c) for \$40, place token in F22 for \$40, run trains - E19-F20 for \$50, F20-F22 for \$80 and F22-F23 for \$90 - payout \$9/share dividend! +\$86 Don, +\$27 John, +\$19 Paul & +\$9 NYC, stock moves to C 40. No train purchase, Treasury = (\$762-\$20-\$90+\$5) = \$652

PRR - Place home token in H12, lay tile #07 in H10(c), no train or run - stock falls to C 79. Purchase 1-1" train and 2-3" trains for \$440, Treasury = (\$520-\$440) = \$80

Green tiles available, private companies may be sold. New operating rounds next time, etc., etc.

B&O - Upgrade 115 w/ tile #53(a), run trains - 115-J14 for \$70 and J14-K13 for \$50, payout \$12/share dividend! +\$26 Paul, +\$48 Chuck, +\$24 Michael and \$24 B&O, stock moves to D 62. Purchase 1-1" train for \$180, Treasury = (\$640-\$180) = \$460

Stock Round #4

Don - Pass (Has \$67)
John - Buy 1-PRR from d. for \$82 (Has \$29)
Paul - Pass (Has \$60)
Chuck - Buy 1-B&O from pool for \$82 (Has \$5)
Michael - Buy 1-B&O from pool for \$82 (Has \$29)
Wayne - Pass (Has \$40)

Don, John, Paul, Chuck and Michael - Pass. Stock Round is over! B&O floats up to C 90. Wayne Morrison has the priority card for next stock round.

COMPANY STATUS:

Name	Trains	Value	Pool	I.O.	Per	Treas	Tokens
NYC	3-1"	C 50a	0	1	\$100	\$652	2
B&O	2-1" & 1-3"	C 90b	0	-	-	\$460	1
PRR	1-1" & 2-3"	C 76	0	3	\$52	\$380	3

Trains Available: 85, 444, 555, 66, DDDDD

Tiles Available:

Yellow: 1(1), 2(1), 3(2), 4(2), 7(3), 8(8), 9(7), 56(1), 57(9), 58(2), 59(1)
Green: 13(2), 15(7), 16(1), 18(1), 19(1), 20(1), 25(3), 24(3), 25(1), 26(1), 27(1), 28(1), 29(1), 53(1), 54(1), 59(2)

PLAYER HOLDINGS:

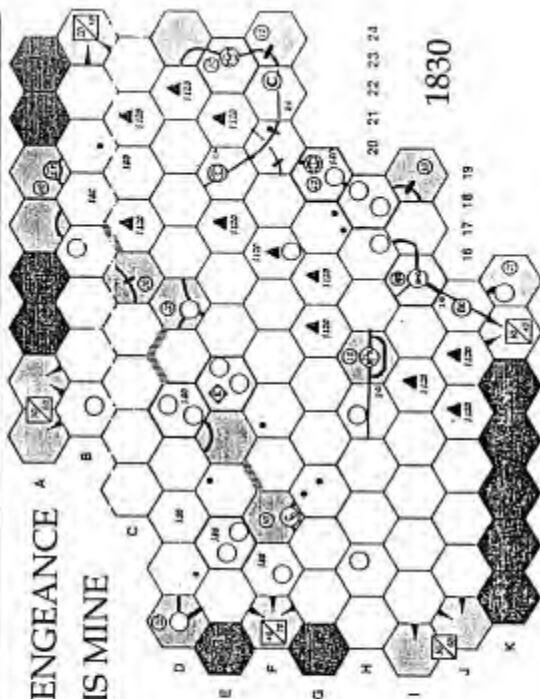
Wayne Morrison: 1-PRR(P), \$20 (Priority Card)
Don Chinnery: 4-NYC(P), SVNR: \$67
John Burisha: 3-NYC, 1-PRR, C&SL: \$19
Paul Zieske: 2-B&O, 1-NYC, 1-PRR, C&A: \$50
Chuck Hanna: 5-B&O(P): \$60
Michael Quist: 3-B&O, 1-NYC, D&H: \$39

DUE NEXT: Orders due for next time will be for Operating Rounds #4.1 and #4.2 and perhaps the beginning of Stock Round #5. (Will stop the stock round if it gets too complicated). Be sure to visit (optional) tile orders and stock purchases. Good luck to everyone. Orders are due to DM (Mark Stuch), 70433-3558@compuserve.com on 5/24/96.

VENGEANCE

IS MINE

1830



1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

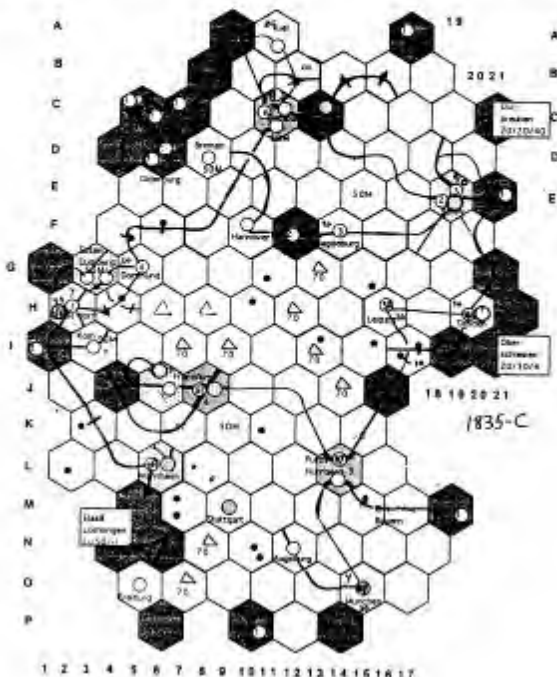
Gesellschaftsteilung:

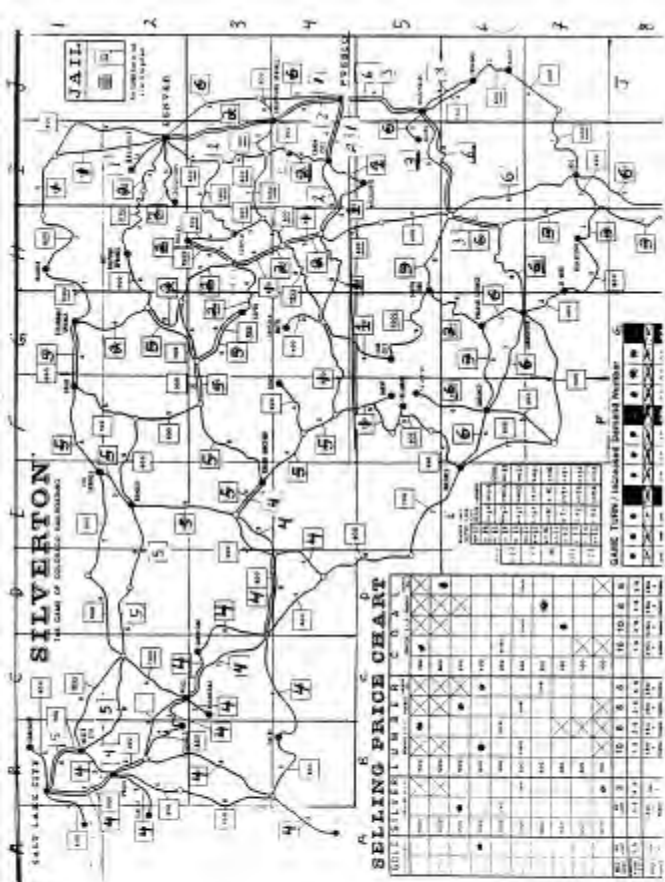
Name	Value	Post	LD	Cash	Trains	Edens
#1			0	90	2	H2
#2			0	90	2+	S19
#3			0	130	0	F14
#4			0	170	0,2+	G5
#5			0	115	23	E10
#6			0	155	2	C11N
BY	A108	0	0	440	22,3+,2	O15,1,14N,JB(2)
SX	C122	0	0	480	2+,2	H18,H20(1)
BA	D84a	0	0	180	2,22,3+	LS(SW),H2
WT	D84b	0	5	420	---	(2)
PR	D154	0	3	1684	---	(2)
HE	D84	0	9	1188	---	(2)

Verfügbare Züge: 3+3+, 444, 4+, 55, 5+, 66, 6+6+, 6+.

The Bank has \$931M.

Verfügbare Gleise: #1(1), #2(1), #3(1), #4(1), #5(1), #6(2), #7(7), #8(4), #9(3), #10(1), #11(2), #12(2), #13(2), #14(2), #15(2), #16(2), #17(1), #18(1), #19(1), #20(2), #21(1), #22(2), #23(1), #24(2), #25(1), #26(1), #27(2), #28(1), #29(2), #30(1), #31(1), #32(1), #33(1), #34(1), #35(1), #36(1), #37(1), #38(1), #39(1), #40(1), #41(1), #42(1), #43(1), #44(1), #45(1), #46(1), #47(1), #48(1), #49(1), #50(1), #51(1), #52(1), #53(1), #54(1), #55(1), #56(1), #57(1), #58(1), #59(1), #60(1), #61(1), #62(1), #63(1), #64(1), #65(1), #66(1), #67(1), #68(1), #69(1), #70(1), #71(1), #72(1), #73(1), #74(1), #75(1), #76(1), #77(1), #78(1), #79(1), #80(1), #81(1), #82(1), #83(1), #84(1), #85(1), #86(1), #87(1), #88(1), #89(1), #90(1), #91(1), #92(1), #93(1), #94(1), #95(1), #96(1), #97(1), #98(1), #99(1), #100(1).







MERCHANT OF VENUS EQUINA BUYS TRANSPORT

Turns 12.4-14.4



The Cash	Role	Race	Ship	This Time	Next
Don Chimmery	Game	Keepster	Sc	6,5,3/6,5,5/6,3,1	4,2,2/6
Bill Weinmann	R.D.M.	Dei	Cj	5,2,1,1/5,4,3,1	3,3,3,2/5,5,1/6,6,6,6
Mike Quist	Little Fuzzy	Nik	Sc	3,2,1/6,2,2	6,6,2/6,1,1
Debbie Osborne	Equina	Waynom	Se/T	4,4,2,5/6,3	5,3,1/3,2,1
Chris Hasslev	Y.U.C.H.	Human	Cl	6,6,2,2/4,3,2,1	5,2,2,1/6,5,4,2
Richard Weiss	H.E.A.D.	Quessub	Tr	5,5,1/5,5,2	4,2,2/6,6,4

Turns 12.4-14.4

Glenn: (6,5,3) Wet Landing(s)-R-Y-B-N-C3-Y-A-OB-Dryport(s). Sell 81k (+4720, draw Serv-mechanism), buy Spice (+30). Pick up Part 10.
W.D.M.: (5-2-1-1) Titan's Tower(s)-OB-R10-B20-Y10-R-A-B.
Little Fuzzy: (5,2,1) Rainfall(s)-OB. Buy 1 Impossible Furniture (+110-11).
Equina: (4,4,2) Devolution Landing(s)-R-B-R-Y)-R-NC3-B40-640-NC2-NC2-R-B.
Y.U.C.H.: (6,6,3,2) Interstellar Biosphere. Sell Drizzle Glass and Finest Dust (+5200+50, draw Portable Pipe Organ and Demand for Dust +540 @ 4th). Buy Zim Factory for cash plus 100, then buy Custom Hives and Chick Liqueur (+100-100, +40, 70, 40).
H.E.A.D.: (5,3,1) Oxallation Landing(s)-R-B-R-Y-R-NC3-B40-640-NC5-A-NC5.
Glenn: (6,5,5) Dryport(s)-TG(Jumpstart)-Y-B-R-B-Y-B-R-Y-OB-Moonport(s). Sell Space Spice (+580, draw Megalithic Paperweight). Buy Rock Videos (+120).
W.D.M.: (5-4-3-1): B-Y-NC1-R-Y-R-Grandport(s)-Y-Open Port. Sell Paperweight (+100, draw Paperweight). Buy two Fortunes (+450).
Little Fuzzy: (6,2,2) Rainfall(s)-B-B-OB-R-B-Y-B-R-B-Y.
Equina: (5,4,3) R-Y)-B-R-B-R-Y)-Base. Buy Transport (+210 -5c). Pick up Part.
Y.U.C.H.: (4,5,2,1) Interstellar Biosphere-B-R)-B-R-Y-Base-NC4-A-Space Station-R20.
H.E.A.D.: (5,3,2) NC3-B-R-B-Y-B-R-B-Y-OB-Moonport(s). Sell 1 Spice (draw Green), buy Video (+40-120).
Glenn: (5,3,1) Moonport(s)-TG(Jumpstart)-R-OB-Poisonport(s). Buy Part at Poisonport.
Due next time are three orders from WDM and two orders from everyone else. Your rolls are above. Exchanges and ships, hexagons are factories.

Culture Summary:

- 1a: Giant Planet. Bionic Perfume(2), port(2), factory.
- 1b: Water World. Vell 51k(5), port(1), factory.
- 2: Desert World. Spare Spice(0), port.
- 3: Multigeneration Ship. Rock Wine(4), port, factory, demand for Perfume (+600).
- 4a: Colony World. Finest Dust(4), port(2), demand(2) for Wine (+600).
- 4b: Infused Moon. Rock Videos(2), port(2), factory, demand for Spice (+640).
- 5: Ice Planet. Melt Pelts(6), port, demand for Wine (+540), demand for Dust (+550).
- 6: Space Station Planet. Immortal Grease(4), port, factory, demand for Pelts (+670).
- 7a: Interstellar Biosphere. Chick Liqueur(4), port.
- 7b: Polluted Planet. Servomechanisms(4), Pedigreed Beeds, port(1), turn to Base (+110), demand(2) for Dust (+550), demand(2) for Grease (+550).
- 8: Regue Planet. Impossible Furniture(4), port, factory.
- 9a: Jungle World. Designer Grease(4), port(2), factory, demand for Liqueur (+600), demand for Grease (+550).
- 9b: War-Turn System. Megalithic Paperweights(5), Portable Pipe Organ, port(2).
- 10: Asteroid System. Psychotic Sculptures(3), port(2), factory, demand for Grease (+550).

Equina

Thunderbolt Immortal Greasestripper II (Tr)

Hull: Yellow Dye

Holds: Space Spice(2), Part to Be

Cash: 4141

IOUs: 4100(+5)

Factories:

Port: Devolution Landing

Horizon Expanding Aphandislar Deadheads

Wet-It (Tr)

Shield

Holds: Space Spice(2), Rock Video

Cash: 590

IOUs: 400(+40)

Factories: 15

Port:

Wet's Bell, Man

Firebreathing Ornithopter II (Cl)

Hull: Shield, Switch Switch

Holds: Bionic Perfume(2)

Cash: 320

Factories:

Port:

Equine's Universal Clearing House

Profit Monger II (Cl)

Hull:

Holds: Chick Liqueur, Custom Hives

Cash: 690

Deeds: 400

Factories: 440, 770

Port:

Glenn

Part(Tr 2-B-1)

Hull: Jump Start

Holds: Part to 10

Cash: 510

Deeds: 5500

Factories: 400

Port: Wet Landing, Poisonport

Little Fuzzy

XT-3 Seeker (Se)

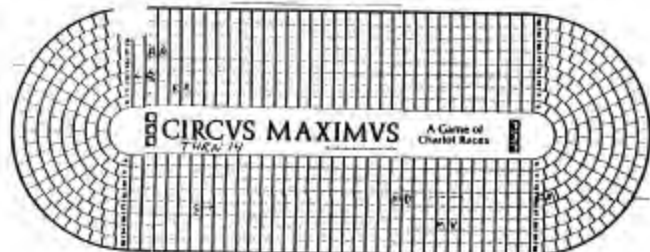
Hull: Gate Lark, Aurogaster, R Shield

Holds: Impossible Furniture

Cash: 621

Factories: 12

Port: Rainfall



RANDMS TAKES HIT!

Ignore: Meddus still has 16 MP; that imaginary killed horse was still showing for some reason.

OPP.	COLOR	NAME (HP/MP)	CART	WARRIORS	TEAM	END	SPEED	P/P
2-1	White	Angela Amazona (0/0)	H	0/0	1442	12	11	2/1
7-1	Purple	Serfarius (+2/0)	M	0/0	5454	03	18	2/2
8-1	Blue	Quintus (+1/0)	H	4/0	844-	02	15	2/1
9-1	Black	Flippus Maximus (+3/0)	H	0/0	543-	02	13	2/1
11-1	Red	Marcia Victoria (+1/8)	M	0/0	5436	04	19	2/2
17-1	Green	Meddus Davidus (0/5)	H	0/0	8541	03	16	2/2
20-1	Yellow	Randus Rebus (+2/8)	H	0/0	-234	08	11	2/1
71-1	Pink	Luscious Lucius (+2/7)	H	0/0	532-	02	12	2/1

M. Victoria: 19, no whip. Ahead 19.

L. Lucius: 12, no whip. Ahead 6, not 1, ahead 6.

Serfarius: 18, no whip. Ahead 14, not 1, ahead 1.

M. Davidus: 16, no whip. ahead 16.

Quintus: 15, no whip. Wheel check (8). Ahead 15.

A. Amazona: 11, no whip. Attack R. Rebus cart-cart. RR doesn't avoid (4+2 vs 9): roll 13-2 = no effect. Ahead 1. Attack RR cart-horse. RR again fails to avoid (5+2 vs 8) as 6+3 score 2 (injury pts to #4 horse). Ahead 7, in 1.

F. Maximus: 8, no whip. Ahead 2, in 1.

R. Rebus: 31 (-2 inj), no whip = 9. Ahead 2, in 1, ahead 2, in 1, ahead 2, in 1.

Doc next time we order for Turn 15. There should include the usual: speed, whether no whip or not, whom to attack and how if the opportunity arises, to brake, evade, or take it if attacked, and what time to finish in if possible. Watch your Endurance!

OPP.	COLOR	NAME (HP/MP)	CART	WARRIORS	TEAM	END	SPEED	P/P
2-1	White	Angela Amazona (0/0)	H	0/0	1442	12	11	2/1
7-1	Purple	Serfarius (+2/0)	M	0/0	5454	03	18	2/2
8-1	Blue	Quintus (+1/0)	H	4/0	844-	02	15	2/1
9-1	Black	Flippus Maximus (+1/0)	H	0/0	543-	02	13	2/1
11-1	Red	Marcia Victoria (+1/8)	M	0/0	5436	04	19	2/2
17-1	Green	Meddus Davidus (0/5)	H	0/0	8541	03	16	2/2
20-1	Yellow	Randus Rebus (+2/8)	H	0/0	-232	08	09	2/1
71-1	Pink	Luscious Lucius (+2/7)	H	0/0	532-	02	12	2/1



"We had made it they say's
generic (a/c)"

Volundr/Daily Dragon/Janus



DUNE

Guild Goes For It!

TURN 5/6



ERRATA: A did not bid up the "missing card". We forgot to include H's orders. Watch were to revive ST (-18) to atop ST to Dule's Sitch (-25 to G), and to move ST from Tuck's Sitch to Shaya Ridge.

THE CAST

ATREIDES (Weiss): KH, 2C, 5S, 1* @ Higgs Basin.
BENE GESSERIT (Deb Osborne): 4C, 2S, 4T @ Arrakeen; ST @ Tuck's Sitch & Habbanya Ridge Sitch; 2T @ Carthag; 1T @ Polar Sink; Shaya Ridge.
EMPEROR (Teuk): 4C, 19S, 12T & 3* @ Arrakeen.
PREMEN (Marriann): 4C, 2S, 1L, 1T @ Sitch Tabr; 4T @ False Wall Exotic?; 2T @ Habbanya Ridge Sitch; 2T & 1* @ Polar Sink; 2T & 1* @ Plastic Basin.
GUILD (Anderson): 4C, 49S, 9T @ Tuck's Sitch; 11T @ Habbanya Ridge Sitch.
HARKONNEN (Bryden): 3C, 19S, 7L, 10T @ Carthag; 2T @ Shaya Ridge.
TANKS: A 5T, B 3T & 1*, H 3T, Jamie, Stilgar.

TURN 5:

7. Combat: G (W) with 11T vs F with 2T at Habbanya Ridge Sitch. Guild "voiced". "Thou shalt not use a projectile weapon." G plays Guild Rep(1), 5S, and disc 6. F plays Shadow Mapes(3), 2S, "Snooper", and disc 2. G wins 6-5. Both leaders survive.
8. Spice Collection: H gets 2S for Carthag and 6S for Shaya Ridge. E gets 1S for Arrakeen. G gets 1S for Tuck's Sitch.

TURN 6:

1. The Storm moves to Sector 2.
2. Spice blows order at Habbanya Ridge Flat (10) and Minor Erg (2). 5S remain at Oh Cap.
3. Bidding: B & F collect 2S CHOAM charity. There are two cards up for bid. F bids 2S gets 1(-25 to E). No bid on bids on the second card. It will return next time.
4. Revival: A revives 2T. E revives ST (-4S). F revives 2T. G revives 1T. Then plays the "Chula" card to revive ST more. H revives 2T.
5. Shipping: G goes last. F ships 6T to Sitch Tabr. H ships 1T to Minor Erg (-2S to G). B hutchhikes 1T. G ships 6T to Sitch Tabr (-3S). B hutchhikes 1T.
6. Movement: A moves 10T from Higgs Basin to Plastic Basin. B moves 2T from Habbanya Ridge Sitch to Habbanya Ridge Flat (-10). F moves 2T & 1* from Polar Sink to Minor Erg. H moves 3T from Shaya Ridge to Minor Erg.
7. Combat: F with 2T & 1* vs H (W) with 4T at Minor Erg. G with 6T vs F (W) with 7T at Sitch Tabr.

Due next time are orders for Turn 6 Combat through Turn 7 Spice Blow. Note that the Guild could win it this time. The Bene Gesserit may want to invoke Bryden's rule and deny the Guild use of "The Voice", then again, she may not. In either case, McNat has randomly selected the Minor Erg battle to happen first. If the Premen don't have a "Chesep Hero(ine)" card, they will not be able to play a leader at Sitch Tabr (even if Harkonnen played a captured Premen leader—they both would be at Minor Erg). Spice bribes anyone!

ATREIDES (Weiss): KH, 2C, 5S, 1* @ Plastic Basin.

BENE GESSERIT (Deb Osborne): 4C, 2S, 4T @ Arrakeen; ST @ Tuck's Sitch; 2T @ Carthag & Habbanya Ridge Flat(10); 1T @ Habbanya Ridge Sitch; Polar Sink; Shaya Ridge; Sitch Tabr; Minor Erg.

EMPEROR (Teuk): 4C, 19S, 12T & 3* @ Arrakeen.

PREMEN (Marriann): 4C, 2S, 1L, 2T @ Sitch Tabr; 4T @ False Wall Exotic?; 2T @ Habbanya Ridge Sitch; 2T & 1* @ Minor Erg; 2T & 1* @ Plastic Basin.

GUILD (Anderson): 3C, 49S, 9T @ Tuck's Sitch; 11T @ Habbanya Ridge Sitch; 6T @ Sitch Tabr.

HARKONNEN (Bryden): 3C, 20S, 7L, 10T @ Carthag; 4T @ Minor Erg.

TANKS: A 3T, E 1*, H 1T, Jamie, Stilgar.

LEGEND: * = starred token; (W) = aggreeson; A = Atreides; B = Bene Gesserit; C = card; E = Emperor; F = Premen; G = Guild; H = Harkonnen; KH = Kwisatz Haderach; L = leaders; S = spice; st = sector; T = token.



MAGIC REALM

Trolls & Giants!



Day 6

THE CAST:

John Butitta:
Marcel Carbonneau:
Don Chinnery:
Dan Farago:
Dag Olsbørne:
Debbie Gaboriel

Willie the Pilgrim
Amber Rose the Amazon
Ravi the Wizard
Simpsons the Sorcerer (aka Misty)
Smaug of the Dark Helmet, a Black Knight
Thorn of the Grotto, an Amazon

EVENING 5

Amber Rose plays a MOVE M9 and retreats toward Cr3.

DAY 6

MONSTER ROLL - 4

Thorn @ CL6: H(5.5 = y), S(Loc 5.2 = nothing), S(Loc 4.2 = chita), S(Loc 6.2 = nothing), M CL5 (cancelled). Reveals Ruins M, Suther 3.
Willie @ AV4: H(5.2 = y), H, M OW5, MOW4. Reveals Ruins W.
Amber Rose between Cr5 & Cr3: M Cr3, M Cr3, H(4.1 = y), M Cr5, M Cr5. Reveals Dank M, Lost Castle 1, Cairns 5, Rutter 2, Patter 2, Patter 5, Roor 6.
Smaug @ CL6: H(4.3 = y), S(Loc 4.1 = chita), S(Loc 5.4 = nothing), S(Loc 2.1 = prisoners and clues).
Ravi @ EV4: H(2.1 = y), M MW2, M MW4, M MW4 reveals Stink M and Roor 4.
Simpsons @ Cr5: H(1.1 = y), SPX. SPX enchantile using MAGIC II* & PURPLE IV: meta. Reveals Stink C & Pool 6.

COMMENTS:

Amber Rose could attack the giant, but wouldn't win. Smaug could attack Thorn. Smaug and Thorn could come out of hiding, converse, and share the knowledge of where the secret passage is (for a price?). Thorn could attempt to FOLLOW Smaug in the morning. If Smaug successfully HIDEs he may leave her behind.

Due next time are orders for Evening 6 and Day 7 (WHITE Magic everywhere).

BOARD NOTES

Cliff, Oak Woods, and Caves are enchanted. Abot is at OW1. The Order has Clover Root (BLACK, +1 to all rolls) at the Chapel. There is a six-pack of wolves at OW5. There are giants in Cr5 and Le4. There are two H trolls & the Altar at Ru3. The Cairns is at Cr5. The Lost Castle is at Cr1. The Pool and octopus are at Cr6.

PRESS

Willie crawl through the brush, dodging from tree to tree, hoping the wolves are asleep.

---*Utnaphtim* (continued from p 7)

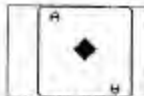
S4URF (SP/VIP), P(39/111), A(41/96), Q(91/76), G(49/120), H(51/90), R(83/120).

PRESS. Red to Orange and Purple: What is the appeal of Northern Africa. Both of you try to take away my dominant position in NAfr. Can't you see that NAfr is dropping in value. Europe is where the game is now (and China and India). We should be looking to shore Green who is about to kick all our butts unless someone passed him a really good (read weak) empire this time. Go back and look at my rolls for the Romans, the dice HATE me. I'm not threat. Go pick on someone else. Having said that, I was pleased to see 4 of those 5s or 6s for me in NAfr this time around. I probably just used up my good rolls and I'm will rollover and play dead next time someone attacks me.

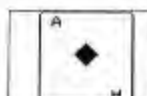
Roll those dice. Let's see lots of 5s & 6s for ME this time.

JOKE:

AI: Dec, Win, AI: Pin(BM), AIH: Lin(AM), AIV: Bai(C); AV: EDeic(PM), EDH(CAM), QaD(OM), Mnl
BIT: Irc: BIV: BSh(2), Dni, Hus(2), Silre, f, RM), WSt, BV: Irc, Bae(C),
GI: Che(f), Bk, GI: CAm(CJ), GIE: OPC, Hig(f), Mon, Tar, Wei(2,c), Yel: GIV:
GaV, Mel(2), Ufn(BM), Yea(2,C,GM)
OH: Cau, Gm, Mad: DII: Cey: DIV: Dan, App, Lib, Shw, Sex
PIII: Abi(f,PM), Gnl(f), PIV: Sum, WDe: PV: HGa(C),
RIII: Cre(f, RM), Norc(f, BM), Nil, Nub(f), UNi, Riv: Ara(C, f, M), EAn, Lev, MTI(b), Pal,
PPII: PST, UTI(PM), Wan, Zag(AM): RV: CEu(2,C, RM), CMa, Dal, NAp, Pyr(2)
SAP(f, RM)
W: L, N(C)
Pleats: AH(O), Bja(A), BoBa(A), Car(A), EMS(A), Nth(O), Red(R), SCS(G), WMS(O).



BORIS HALL OF FAME



DIPLOMACY:

- I. Draw 1910. T.J. Klausutis (England, 9), David Scharnhorst (Turkey, 9), Jack Shacklett (France, 3), Paul Saunders (Russia, 5), Wayne Morrison (Italy, 4)
II. Concession 1908. Don Patrick (Austria, 14 centers)
III. Win 1911. James Fyling (France, 15 centers)
IV. Win 1913. James Fyling (Austria, 20 centers)
V. Win 1909. Wayne Morrison (England, 15 centers)

DUNE

Wayne Morrison (Freemen, 2 strongholds) & Ron Fisher (Guild, 1 stronghold) (4 player)
Wayne Morrison (Freemen)

1830

- "Crucity Is In": T.J. Klausutis (4 player)
"Good Is Good": Don Chinnery (5 player)
"16 Tons" (Coalfields Variant): Mark Fruch (6 player)
"Revenge Is Sweet": Chuck Hanna (6 player)

1835

- A. Chuck Hanna (4 player)
B. Don Farrow (7 player)

HISTORY OF THE WORLD

- "Olgamesh": Chuck Hanna
"Enkidu": Rudy Zedde
"Inshullans": Michael Task

THE HUNT

1. Don Farrow (10.10 in 5)
2. Scott Cameron (12.67 in 5)
3. John Butitta (11.53 in 5)

KREMLIN

- Paul Saunders (4 player)
Mark Fruch (3 turns, 3 players)

MAGIC REALM

Don Farrow & Scott Cameron (-2 VP, co-victors, 3 players)

SILVERTON:

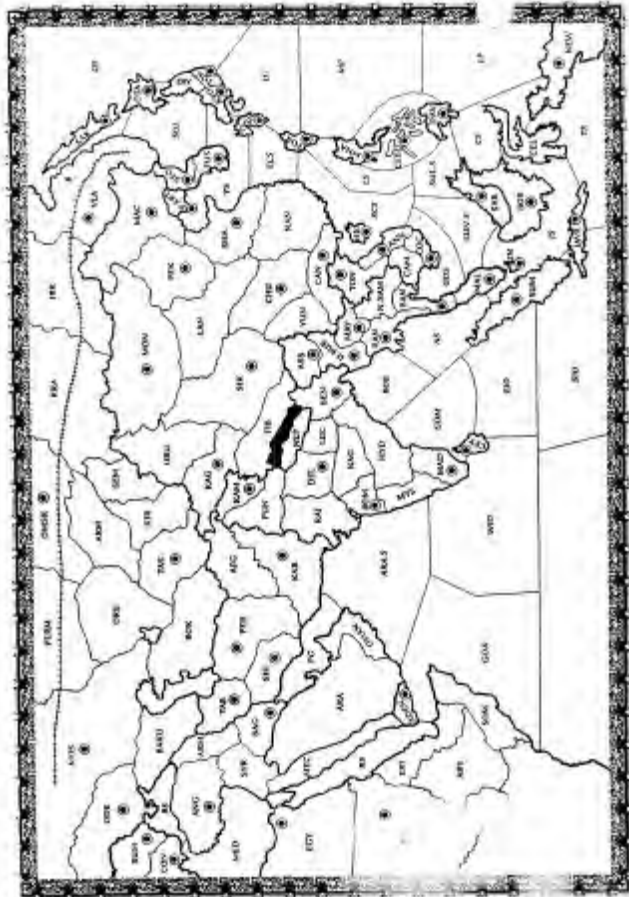
Bill Wordelmann (6 players, Basic Game)

STELLAR CONQUEST

"Galari Treviso": Keith Sedor

COLONIAL DIPLOMACY Initial Set-Up:

- BRITAIN: A Del, A Mad, F Aden, F Bom, F HK, F Sin
CHINA: A Can, A Mac, A Pek, A Sha, A Sik
FRANCE: A Coc, A Ton, F Ann
HOLLAND: A Bor, F Jav, A Sum
JAPAN: A Kyo, F Kyu, F Ota, F Tok
RUSSIA: A Mos, A Oms, A Vla, F Ode, F P.Art
TURKEY: A Ang, F Bag, F Con



Colonial Diplomacy™

ON DECK

Who's Signed Up for What

- (ADVANCED) CIVILIZATION: Beck, Farrow, Deb Osborne, Ringhoffer, Zieske; need 3 more.
- BRITANNIA: Beck, Quiet, Zieske; need 1 more.
- COLONIAL DIPLOMACY: Boyum; need 5 more.
- CONQUISTADOR: Farrow; need 3 more.
- DIPLOMACY: Qunar, Boyum, Morrison, R. Fisher; need 3 more.
- DOWN WITH THE KING: Deb Osborne; need 3 to 5 more.
- 1830: Beck, Farrow, Ringhoffer, Zieske; need 3 more.
- 1835: Beck, Farrow, Zieske; need 3 to 4 more.
- 1856: Farrow, Zieske; need 4 more.
- 1870: Farrow, Zieske; need 4 more.
- GUNSLINGER: Farrow; need 4 to 5 more.
- HISTORY OF THE WORLD: Farrow; need 5 more.
- KREMLIN: K Wilson; need 5 more.
- LIFT-OFF: Bargender, Farrow; need 2 to 4 more.
- MAHARAJAH: Beck, Teuk; need 2 more.
- SILVERTON: Morrison, Zieske; need 3 to 4 more.
- STELLAR CONQUEST: two.
- SUMMIT: Bargender; need 5 more.
- TITAN: Bargender, Dan Osborne; need 4 four.

INET ADDRESSES

- A. Bargender: alamb0464@aol.com (Exp #17E)
- P. & M. Bolduc: bolduc@glia.cba1 or pbolduc1@genie.gais.com
- J. Bryden: bryden@cs.queensu.ca
- J. Buteita: dorjeb@aol.com
- D. Chinty: w901@azgulf.net.samp.org
- D. Farrow: farrowd@excite.dns.dupont.com
- J. Fisher: jfisher@comcast.edu or shaww@att.netu.com
- M. Frueh: 704182931@compuserve.com
- J. Fryling: fryling@comp.com
- D. Gahan: danrig@tinet
- C. Hanna: cch@ams.ams.nyv.mil
- E. Hare: hare@carah.com (Exp 19E)
- C. Healer: 7051437@compuserve.com
- E. Klamoutis: klamoutis@redsgoerch.edu
- J. McHugh: 70545334@compuserve.com (Exp 17E)
- N. Melnick: wemelnick@mailgate.scholar.com (Exp 14E)
- T. Pasko: 76085171@compuserve.com
- M. Quirk: qm3kr71@ard.honeywell.com or 725121077@compuserve.com or gm@rivercity.com
- J&R Shacklett: jshacklett@nkysm.leavesville.edu
- P. Saunders: saunders@aol.com
- M. Teuk: teuk@ptbxa.eneb.com
- R. Weiss: rweiss@kuentz.gum.net
- K. Wilson: ckewin@aol.com
- W. Wardelmann: wufch@ix.netcom.com
- A. York: wadley@aol.com or 721103033@compuserve.com
- R. Zoble: rzoble@aol.com

OUR SUBSCRIBERS

David Anderson, 267 Florence, Waterford, MI 48327; (510) 683-9274
 Art Antfeld, P.O. Box 2283, Miles City, MT 59801; (406) 233-0849
 Alan Barendse, 2124 Greenbush Rd., Menasha, WI 54956; (715) 354-0325
 Shane Bick, Maydon, 1267, C. Du 1/23 INE, Ft. Lewis, WA 98439
 Peter Bolym, 777 Lily St., Monterey, CA 93940; (408) 645-8886
 John M. Bryder, 2440 Burnside Cres. S.W., Calgary, AB T9C 1M2, Canada
 John Burrows, 889 North, Neenah, WI 54956; (414) 725-7218
 Marcel Carbonneau, 290 Iron Dr., Apt. 17, Yuba, CA 92085-9409; (619) 441-8510
 Don Chumery, #P70021, P.O. Box 94005, Cincinnati, OH 45294
 Randy Cox, P.O. Box 1144, Chasman, SC 29623-1144
 Don Del Grande, 142 Elwood Dr., Greenbrae, CA 94904-1589; (415) 925-3921
 Daniel Farrow IV, 18 W. Felton Ave., Ridley Park, PA 19078; (215) 321-6701
 Javan Fisher, Box 21571, Wood Hall B, NCSU, Raleigh, NC 27607; (919) 513-2591
 Ron Fisher, 210 Normandy Dr., Wilmington, NC 28412; (919) 585-8230
 Mark Fyeth, 1128 Olympia, Naperville, IL 60560; (708) 357-3789
 Jim Fryling, 3908 Stuckton Loop, S.E., Albuquerque, NM 87118; (505) 200-0635
 Daniel Gortham, 30-32 Macaw Ave., Belmopan, Belize, Central America
 Seth Gunar, 41-36 Christine Ct., Fair Lawn, NJ 07410; (201) 791-8690
 Chuck Hanna, 375 Wilett Ct., Severna Park, MD 21146-1512; (410) 544-8077
 John Hardy, 21 Gouley Rd., Liverpool, L13 4AY, England; 0151 720 5618
 Ty Hare, 315 N. Tejon, Colorado Springs, CO 80902; (719) 577-9126
 Chris Haseler, 551 Cecilia Circle, La Habra, CA 90631; (714) 773-0940
 Lee Kinder, Jr., 1509 Pilgrim Lane, Quakertown, PA 18951
 T.J. Klawnsky, 875 Franklin Rd., Apt. #1518, Marietta, GA 30067; (404) 419-9781
 Michael Lowery, 6500-D Fourwinds Dr., Charlotte, NC 28213; (704) 568-9220
 Jack McHugh, 280 Sanford Rd., Upper Mersey, PA 19062; (215) 352-7479
 Wayne Melnick, 210 Heatherwood Dr., Ephrata, PA 17524; (717) 723-0099
 Wayne Moricucci, 412 Primrose Lane, Dettin, FL 32541; (904) 887-8173
 Debbie & Dan Osborne, 170 Gale Blvd., Apt. 104, Melmsdale, MI 48142; (313) 883-4664
 Tom Panko, 73 Washington St., Bristol, CT 06010; (203) 639-4233
 Michael Quist, 2675 Irving Ave. #24, Minneapolis, MN 55408
 J. Rughoffer, Rt. 2, Box 574, Pounding Mill, VA 24037
 Jack & Anne Shacklett, 885 Hobbs-Reesor Rd., Vine Grove, KY 40174; (502) 629-9281
 Michael Tsoul, 66 Iniquia Rd., Arlington, MA 02174; (617) 648-3924
 Richard Weiss, 241 Condo Lane #525, Tamuning, Guam 96911; (671) 646-1186
 Brad Wilson, P.O. Box 553, Padu, PA 19301-0553; (610) 296-1255
 Kevin Wilson, 373 Gateford Dr., Bailwin, MD 28021; (314) 381-9565
 Bill Worfelmann, 541 Canyon Trail, Carol Stream, IL 60188-1864; (708) 608-3804
 Andrew York, P.O. Box 2807, Universal City, TX 78148; (210) 853-6066
 Paul Zecke, 3501 Keenan Lane, Glenview, IL 60025; (708) 498-9237
 Rusty Zocda, 88 Van Sandt Dr., Pearl River, NY 10965; (914) 627-9750

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